

Additional Rules for Charitable or Nonprofit Card Games

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Additional Rules for Charitable or Nonprofit Card Rooms

230-15-094 Posting rules for unlicensed card and dice games

Charitable and nonprofit organizations licensed to provide liquor to their members must post house rules for social card and dice games. At a minimum, the house rules must include:

- a) General rules of play; and
- b) Hours of play; and
- c) All fees; and
- d) Portions of the premises to be used for the games; and
- e) The restriction that only their full and regular members may play in the games.

[Statutory Authority: RCW 9.46.0351. RCW 9.46.070.]

WAC 230-40-500 Unlicensed charitable and nonprofit card games -- Authority -- House rules to be developed and posted.

Such organizations shall develop, adopt and post rules of conduct for members participating in the activities. At a minimum, these house rules shall include:

- (1) General rules of play;
- (2) Which portions of premises will be used for card games;
- (3) Hours of play allowed; and
- (4) The organization's restriction that only members are authorized to participate in card games.

[Statutory Authority: RCW 9.46.070. 01-13-091 (Order 403), § 230-40-500, filed 6/19/01, effective 7/20/01; Order 78, § 230-40-500, filed 11/17/77.]

<p>What we changed: We removed the reference to guest cards from the Liquor Control Board. We also removed the reference to social dice games</p> <p>Why: The Liquor Control Board no longer issues guest cards. We have no statutory authority to approve social dice games.</p>

230-15-095 Allowing guests to play social card games.

If a charitable or nonprofit organization has a social card game license, the organization may permit guests accompanied by full and regular members to play, as long as the guests are only twenty-five percent or fewer of the persons playing at any one time.

[Statutory Authority: RCW 9.46.0311; RCW 9.46.070.]

WAC 230-40-331 Bona fide nonprofit or charitable organizations -- Members only to play social card and dice games -- Exception.

No bona fide charitable or nonprofit organization shall permit any person other than its members and members of a chapter or unit organized under the same state, regional, or national charter or constitution to play social card games or

social dice games on its premises: Provided, That such organizations, when licensed to allow a social card room on its premises may permit no more than twenty-five percent of the persons playing in the licensed card room at any one time to be guests of members. [Statutory Authority: RCW 9.46.070 (5), (7), (8), (9), (11), (14) and (19).]

WAC 230-02-430 Guest.

The term guest shall include only those persons not a member of a bona fide charitable or nonprofit organization, who are allowed to use the facilities of the organization to play card games, only when accompanied by the regular member of the organization sponsoring the guest and for a fee not to exceed the maximum fee for the playing of cards as set by the commission: Provided, That persons holding a valid "guest" card in accordance with Washington state liquor control board regulation 106 (WAC 314-04-040), need not be accompanied by a member.

If a person is charged, directly or indirectly, more than the maximum fee set by the commission to enter the facility and play cards, he is not a guest for the purpose of these rules.

[Order 23, § 230-02-430, filed 9/23/74.]

What we changed: We removed this rule.

Why: The information in the rule is in the statute at 9.46.0351.

**WAC 230-40-500 Unlicensed charitable and nonprofit card games --
Authority -- House rules to be developed and posted.**

Bona fide charitable or nonprofit organizations licensed to provide liquor to their members under RCW 66.24.400 shall allow only members to use its premises, furnishings and other facilities to participate in unlicensed social card games and social dice games, as authorized by RCW 9.46.0351.

230-15-100 Fees for decks of cards.

(1) Charitable or nonprofit licensees may charge a fee to a player asking for an additional deck of cards beyond those already provided.

(2) In addition, Class D licensees may charge a fee for every deck supplied to a table.

(3) The fee must not be greater than the charitable or nonprofit licensee's actual cost for the deck.

(4) At the time charitable or nonprofit licensees introduce new decks, they must collect the fee in cash directly from the player requesting the deck or the players of the game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.**New decks of cards - fees.**

(6) A person requesting a new deck of cards beyond those regularly furnished by the licensee may be charged a fee not to exceed the actual cost to the licensee for the deck. Class D licensees may charge a fee not to exceed actual cost to the licensee per deck for each deck of playing cards furnished to a table as required by these rules, or as requested by any player at the table. The fee shall be collected in cash directly from the players, or the player requesting the deck, at the time the deck is introduced into the game;

What we changed: We removed this rule.

Why: The information in the rule is required in the house rules and, therefore, does not need a separate WAC.

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.**Fee schedule.**

(5) A schedule setting forth all fees to participate in card games shall be posted in plain view where it can be seen by the players in the card games;

230-15-103 Rotating the deal.

(1) If the charitable or nonprofit licensee does not provide a dealer, the deal must pass from player to player.

(2) A player may not deal another game until all of the players at the table have had their turn to deal, though players may voluntarily waive their right to deal any particular game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-200 Players to compete on equal terms -- Deal to rotate among players.

The deal in any series of nonhouse-banked card games shall be passed from player to player, unless the table incorporates a house dealer as per house rule. No player who deals a game shall deal another game until each other player at the table has dealt a game in his turn: Provided, That any player may voluntarily waive his right to deal any particular game.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-200, filed 4/14/00, effective 5/15/00. Statutory Authority: RCW 9.46.070 (1)-(4), (7), (8), (11), (12), (14), (20) and 9.46.110 (3), (4). 95-23-109, § 230-40-200, filed 11/22/95, effective 1/1/96. Order 40, § 230-40-200, filed 6/26/75; Order 23, § 230-40-200, filed 9/23/74.]